

NAME

LOOK

Names: Alfred, Egon, Galen, Judith, Julius, Moreau, Sigmund, Victor, Virginia, Watson, Xavier, Benway, Bunsen, Cornelius, Elliot, Emmett, Hubert, Loomis, Niles, Otto, Quinn, Wallamin

Piercing Eyes, Worrying Eyes, or Impatient Eyes
Balding Hair, Unkempt Hair, or Well-Groomed Hair
Sterile Gloves, Blood-stained Apron, or Plague Mask
Professional Attitude, Morbid Demeanor, or Manic Behavior

Assign these scores to your stats: 16 (+2), 15 (+1), 13 (+1), 12 (+0), 9 (+0), 8 (-1)

STRENGTH	DEXTERITY	CONSTITUTION	INTELLIGENCE	WISDOM	CHARISMA
■ WEAK -1	■ SHAKY -1	■ SICK -1	■ STUNNED -1	■ CONFUSED -1	■ SCARRED -1
STR	DEX	CON	INT	WIS	CHA



DAMAGE



ARMOR



HP

YOUR MAX HP IS 6+CONSTITUTION

ALIGNMENT

- ☐ **LAWFUL**
Discover and neutralize a pathological threat to public health
- ☐ **GOOD**
Go to great lengths to aid or comfort the dying and infirm
- ☐ **NEUTRAL**
Avoid or escape from trouble without resolving it

STARTING MOVES

FIRST AID (INT)

When you take a moment to see to someone's physical wounds, roll +INT. On a 10+ the patient may hold 3, on a 7-9 hold 1. The patient may spend hold to:

- Recover d8 HP (1 hold)
- Be cured of one known poison or disease (2 hold)
- Remove one debility (3 hold)

GENERAL PRACTITIONER

You always count as a healer for the Recover move, even for yourself, and you take +1 to Spout Lore when diagnosing diseases.

NOT ON MY WATCH!

When a nearby ally with whom you share a bond takes his Last Breath and you are able to administer emergency medical attention, they can reroll one d6 and must use the new total.

Choose one of the following:

☐ FIRST, DO NO HARM

You have taken a professional oath. **As long as you have not injured a living creature through intent or negligence**, your professionalism gives you +1 ongoing to all Defend, Defy Danger, Parley, and Aid or Interfere actions. **If you injure a living creature**, you take -1 ongoing to all rolls until you have reaffirmed your commitment to your oath.

☐ LIVING ANATOMY

When you successfully Spout Lore about the anatomy of a specific living creature, your damage becomes d10 when using that information against it.

MEDICAL PRACTICE

Choose any race you want, then choose your medical training:

- ☐ **SPECIALIST**
Choose one monster setting from the DW rulebook. You take +1 to Spout Lore or Discern Realities regarding those creatures' anatomies, health concerns and medical applications.

☐ MARK OF HEALING

Once per day, you may instantly and magically heal 5 HP of any living creature within Far range.

BONDS

Fill in the name of one of your companions in at least one:

Patient _____ is suffering from a serious chronic condition, but doesn't know it yet.

Patient _____ has proven an able assistant; I will teach them what I know about medicine.

Patient _____ is not nearly as sick as they think they are.



THE MEDIC

 LEVEL
 XP

Gear

Your Load is 7 + STR. You start with dungeon rations (5 uses, 1 weight) and bandages (3 uses, 0 weight).

Choose one instrument:

- ☐ Scalpel (hand, precise, 1 weight)
- ☐ Blowgun (near, 0 weight) and darts (2 ammo, 1 weight)
- ☐ Bonesaw (hand, messy, 1 weight)

Choose one gear:

- ☐ Bag of books (5 uses, 2 weight)
- ☐ Leather Armor (1 armor, 1 weight)
- ☐ Adventuring gear (5 uses, 1 weight)

Choose one drug:

- ☐ Three antitoxins
- ☐ Poultices and herbs (3 uses, 1 weight)
- ☐ Halfling pipeleaf (6 uses, 0 weight)

Advanced Moves

When you gain a level from 2-5, choose from these moves.

☐ **AUTOPSY**

When you take time to properly examine the corpse of a formerly living creature, the GM must tell you honestly what killed it, how it was killed, and how long it has been dead.

☐ **BEDSIDE MANNER**

You always have leverage to Parley with anyone under your medical care, and may use +INT for the roll.

☐ **FIELD MEDIC**

When you take on the role of the healer during a Perilous Journey, roll +INT. **On a 7-9** everyone on the journey heals as though they were Resting. **On a 10+**, they are also cured of debilities as per the Recover move.

☐ **GENERAL ANAESTHESIA**

Oil of Tagit loses the Dangerous tag in your hands. **When you have time to gather materials and a safe place to brew**, gain 3-doses of Oil of Tagit and a syringe (Hand, no damage, 0 weight). **When you would normally deal damage with a syringe**, instead apply one dose of any Applied poison or potion you possess.

☐ **PLACEBO EFFECT (CHA)**

When you administer “medicine” to a living creature, roll +CHA. **On a 10+**, the creature believes whatever you tell it about the medicine’s effects and will act as if those effects have taken hold. **On a 7-9**, you are believed, but the creature acts no differently.

☐ **PROFESSIONAL DISTANCE**

You may roll +INT instead of +Bond to Aid or Interfere.

☐ **SECOND OPINION**

When another player rolls a 6- on Spout Lore or Discern Realities, you may immediately make the same move they did.

☐ **TRIAGE**

Not on My Watch! allows the reroll of both Last Breath dice and the option to use either roll, but it may not be used again until everyone with whom you share a Bond is safe and healthy. You may choose to forgo the use of this move.

☐ **UNLIVING ANATOMY**

You may use the Living Anatomy starting move against the undead, even if you do not have the Living Anatomy starting move.

☐ **WORLDLY**

Gain a move from a playbook none of the other players are currently using.

When you gain a level from 6-10, choose from these moves or the level 2-5 moves.

☐ **DEADLY ANATOMY**

When attacking a target of your Living Anatomy or Unliving Anatomy moves, ignore the target’s armor.

☐ **DR. FEELGOOD**

When you Carouse, you may use any Potions, Poisons, Medicines, Herbs and Poultices, or Halfling Pipeleaf in your inventory in place of gold spent. 1 use is equivalent to 100 coin.

☐ **ELECTIVE SURGERY (INT)**

When you perform intensive and invasive surgery on a willing subject, the patient names two attributes and you roll +INT. **On a 10+**, the operation was a success and they may redistribute up to two points of their chosen attributes (but may not go outside of the range 8-18), and may not have another such operation in their lifetime. **On a 7-9**, the operation fails but no harm was done. **On a 6-**, one of the chosen attributes suffers a Debility that you are unable to cure.

☐ **ETHICAL FLEXIBILITY**

Requires: One of the optional Medic starting moves
You gain the other optional starting move.

☐ **GOOD DEATH**

Requires: First, Do No Harm

When you end the suffering of a dying creature, you instantly re-affirm your oath.

☐ **HELLO NURSE**

You take +1 to order a hireling to assist you with a medical procedure, and you never incur loyalty penalties for disrespecting hirelings.

☐ **MALPRACTICE**

Requires: First, Do No Harm

When you violate your oath, you temporarily lose your bonus as normal, but you do not take the ongoing -1 penalty.

☐ **OTHERWORLDLY**

Requires: Worldly

Gain a move from a playbook none of the other players are currently using.

☐ **PHARMACIST**

When you have time to gather materials and a safe place to brew, you can create three doses of any medicine you’ve used before. Alternately, you can describe the effects of the medicine you’d like to create. The GM will tell you that you can create it, but with one or more caveats:

- It will only work under specific circumstances
- It requires rare or expensive ingredients
- The best you can manage is a weaker version
- It will take a while to take effect
- It will have obvious side effects

☐ **RE-ANIMATOR**

When you have an intact or reassembled corpse, you may resurrect it. Resurrection is always possible, but the GM will give you one or more (possibly all) of these conditions to fulfill:

- It’s going to take days/weeks/months, or the resurrection can only occur under a specific circumstance
- It will require a lot of money and/or rare materials
- The corpse will be resurrected with some important flaw
- You have offended an authority, mortal or divine, with your hubris